WARHAMMER 40,000

WARHAMMER Legends CHADS SPACE MARINES

WARHAMMER LEGENDS

Over the years, many Warhammer 40,000 fans have amassed huge collections of Citadel miniatures for use in games of Warhammer 40,000. Today, some of those classic models are no longer available, and their rules no longer feature in current publications. So, to enable you to unleash your models on the tabletop, forever, their rules are provided here as Warhammer Legends.

On the following pages you will find a mixture of datasheets and additional wargear options. Used alongside *Codex: Chaos Space Marines*, these allow you to field certain legendary models in your games. Some datasheets found within this document contain keywords within angular brackets – rules for determining which keyword these can be replaced with can be found in *Codex: Chaos Space Marines*.

The rules here can be used in any type of play – open, narrative or matched, and full points are provided to help you balance your forces.

Warhammer Legends will not form part of our ongoing balance review for the wider Warhammer 40,000 game – and we don't recommend Legends units for competitive tournaments. This means that event organisers and attendees alike can guarantee that everything they're gaming with is easily available to everyone and has been subject to the same rigorous balance and playtesting process.

Of course, organisers are also free to specify that they will be including Legends rules if they like, allowing the use of the full classic range at their event.

CHAOS SPACE MARINES WARGEAR LISTS

Some of the units you will find on the following pages reference one or more of the following wargear lists (e.g. Combi-weapons). When this is the case, the unit may take any item from the appropriate list below. The profiles for the weapons in these lists can be found in Codex: Chaos Space Marines.

PISTOLS

- Bolt pistol
- Plasma pistol

COMBI-WEAPONS

- Combi-bolter
- Combi-flamer
- Combi-melta
- Combi-plasma

MELEE WEAPONS

- Chainaxe
- Chainsword
- Lightning claw
- Power axe Power fist
- Power maul
- Power sword

DATASHEETS

Sower			C		OS I		RD.		
NAME	М	WS	BS	S	T	W	A	Ld	Sv
Chaos Lord on Bike	14"	2+	2+	4	5	6	4	9	3+
A Chaos Lord on Bike is	a single mod	del equi	pped wit	h: bolt	pistol; co	mbi-bo	olter; cha	insword	l; frag grenades; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES
Bolt pistol	12"	Pist	ol 1		4	0	1	-	
Combi-bolter	24"	Rap	id Fire 2		4	0	1	-	
Chainsword	Melee	Mel	ee		User	0	1		n the bearer fights, it makes 1 additional attack wi weapon.
Frag grenades	6"	Gre	nade D6		3	0	1	-	
Krak grenades	6"	Gre	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	list; 1 • This r	weapon nodel ca	from th in be equ	e <i>Pisto</i> iipped	<i>ls</i> list; 1 w	eapon of the f	from the	Combi-	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapo</i> <i>weapons</i> list. d of 1 chainsword: 1 weapon from the <i>Melee</i>
ABILITIES	Lord of within (Sigil of Turbo-	Chaos: 5" of thi Corrug boost: \	Re-roll s model.	hit roll is moc	lel has a 4 el Advano	attacks l+ invul	made b	y model save.	s in friendly <legion></legion> units whilst their unit is haracteristic until the end of the Movement phase
FACTION KEYWORDS			0			RETIC	ASTART	res, <l< td=""><td>EGION></td></l<>	EGION>
KEYWORDS					os Lor		19110		

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NAME	М	WS	BS	S	T	W	A	Ld	Sv	
Chaos Lord on Juggernaut of Khorne	8"	2+	2+	5	5	6	4	9	3+	
A Chaos Lord on Juggernaut	t of Khor	ne is a s	single m	odel ec	quipped w	ith: bla	ded hor	n; chains	vord; bolt pistol; frag grenade	s; krak grenades.
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ES	
Bolt pistol	12"	Pist	ol 1		4	0	1	-		
Bladed horn	Melee	Mel	lee		5	-1	1	with	the bearer fights, it makes 3 a his weapon and no more than with this weapon.	
Chainsword	Melee	Me	lee		User	0	1		the bearer fights, it makes 1 a nis weapon.	additional attack
Frag grenades	6"	Gre	nade De	5	3	0	1	-		
Krak grenades	6"	Gre	nade 1		6	-1	D3	-		
WARGEAR OPTIONS	list; 1 • This n	weapon nodel ca	from than be equ	ne <i>Pista</i> uipped	ols list; 1 w	eapon of the f	from the	e Combi	of 1 bolt pistol: 1 weapon from <i>peapons</i> list. of 1 chainsword: 1 weapon fro	1
ABILITIES	Death t	o the Fa	alse Emj	peror ((see Codes	: Chao	s Space I	Marines)		
	Devasta charge 1			his mc	odel's blad	ed horr	i weapoi	n has a S	ength characteristic of 7 if th	e bearer made a
	Lord of their un					r attack	ts made	by mod	s in friendly KHORNE <legi< b=""></legi<>	on> units whilst
	Sigil of	Corru	otion: Tl	nis mo	del has a 4	+ invul	lnerable	save.		
FACTION KEYWORDS	Снаоз	s, Кно	rne, H	ERET	IC ASTA	RTES,	<legi< td=""><td>)N></td><td></td><td></td></legi<>)N>		
KEYWORDS	CAVAL	RY, CH	IARAC	rer, I	DAEMON	Снас	os Lor	D		

E 6					OS I c of Tz											
NAME	М	WS	BS	S	T	W	A	Ld	Sv							
Chaos Lord on Disc of Tzeentch	12"	2+	2+	4	4	5	4	9	3+							
A Chaos Lord on Disc of 7	Tzeentch is	a single	e model e	equipp	ed with: b	olt pist	ol; chain	sword; o	disc's blades; frag grenades; krak grenades.							
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES							
Bolt pistol	12"	Pist	ol 1		4	0	1	-								
Chainsword	Melee	Mel	Melee		User	0	1		en the bearer fights, it makes 1 additional attack with weapon.							
Disc's blades	Melee	Mel	Melee		4	0	1	this v	en the bearer fights, it makes 1 additional attack with weapon and no more than 1 attack can be made this weapon.							
Frag grenades	6"	Gre	enade De	ó	3	0	1	-								
Krak grenades	6"	Gre	nade 1		6	-1	D3	-								
WARGEAR OPTIONS	list; 1 • This n	weapon nodel ca	from th	e <i>Pisto</i> uipped	ols list; 1 w with one	eapon	from the	Combi-	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> <i>-weapons</i> list. d of 1 chainsword: 1 weapon from the <i>Melee Weapon</i>							
ABILITIES	Death t	o the Fa	alse Emj	peror (see Codes	: Chao	s Space I	Marines))							
	Lord of Tzeentch: Re-roll hit rolls of 1 for attacks made by models in friendly Tzeentch < Legion > units whilst their unit is within 6" of this model.															
	Sigil of	Corru	otion: Th	nis mo	del has a 4	+ invu	Inerable	save.								
FACTION KEYWORDS	Снаоз	s, Tzei	entch,	HERI	ETIC AST	ARTE	s, <leg< td=""><td>ION></td><th></th></leg<>	ION>								
KEYWORDS	CAVAL	RY, CH	IARAC	ER, I	DAEMON	FLY.	Cavalry, Character, Daemon, Fly, Chaos Lord									

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NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Chaos Lord on Palanquin of Nurgle	5"	2+	2+	4	5	6	4	9	3+		
A Chaos Lord on Palanquin krak grenades.	of Nurgl	e is a sii	ngle moo	del equi	ipped wit	h: bolt	pistol; cl	hainswo	ord; nurglings' claws and teeth; frag grenades;		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	ITIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Chainsword	Melee	Melee			User	0	1		en the bearer fights, it makes 1 additional attack with weapon.		
Nurglings' claws and teeth	Melee	Melee			2	0	1	with be m	en the bearer fights, it makes D6 additional attacks this weapon and no more than those D6 attacks can hade with this weapon. When resolving an attack e with this weapon, re-roll a wound roll of 1.		
Frag grenades	6"	Gre	enade De	5	3	0	1	-			
Krak grenades	6"	Gre	enade 1		6	-1	D3	-			
WARGEAR OPTIONS	list; 1 • This r	weapon nodel ca	n from th an be equ	e Pistol uipped	<i>ls</i> list; 1 w	veapon f of the f	from the	e Combi	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> <i>i-weapons</i> list. d of 1 chainsword: 1 weapon from the <i>Melee</i>		
ABILITIES	 Death to the False Emperor (see Codex: Chaos Space Marines) Lord of Nurgle: Re-roll hit rolls of 1 for attacks made by models in friendly NURGLE <legion> units whilst their unit is within 6" of this model.</legion> Sigil of Corruption: This model has a 4+ invulnerable save. 										
FACTION KEYWORDS		-			C ASTA						
KEYWORDS	Cavalry, Character, Daemon, Chaos Lord										

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NAME	М	WS	BS	S	T	W	A	Ld	Sv				
Chaos Lord on Steed of Slaanesh	12"	2+	2+	4	4	6	5	9	3+				
A Chaos Lord on Steed of	Slaanesh is	a single	e model	equip	ped with:	bolt pist	tol; chai	nsword;	l; lashing tongue; frag grenades; krak grenades.				
WEAPON	RANGE	TYPI	E		S	AP	D	ABILI	LITIES				
Bolt pistol	12"	Pist	ol 1		4	0	1	-					
Chainsword	Melee	Mel	ee		User	0	1		en the bearer fights, it makes 1 additional attack with weapon.				
Lashing tongue	Melee	Mel	ee		4	0	1	with	en the bearer fights, it makes 2 additional attacks h this weapon and no more than 2 attacks can be de with this weapon.				
Frag grenades	6"	Gre	nade De	5	3	0	1	-					
Krak grenades	6"	Gre	nade 1		6	-1	D3	-					
WARGEAR OPTIONS	list; 1 • This n	weapon nodel ca	from th in be equ	e Pisto uipped	ols list; 1 w	eapon f of the f	from the	e Combi	ad of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> <i>vi-weapons</i> list. ad of 1 chainsword: 1 weapon from the <i>Melee</i>				
ABILITIES	Death t	o the Fa	alse Emj	peror (see Codes	c: Chaos	s Space I	Marines)	s)				
	Lord of Slaanesh: Re-roll hit rolls of 1 for attacks made by models in friendly SLAANESH <legion> units whilst their unit is within 6" of this model.</legion>												
				0	del has a 4				can re-roll the dice.				
FACTION KEYWORDS	0				ETIC AST								
KEYWORDS	CAVAL	RY, CH	ARACT	rer, I	CAVALRY, CHARACTER, DAEMON, CHAOS LORD								

Rower			9		RCEI on Biki					ME	
NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Sorcerer on Bike	14"	3+	3+	4	5	5	3	9	3+		
A Sorcerer on Bike is a	single model e	quippe	d with: b	olt pis	tol; combi	-bolter	; force sv	vord; fra	grenades; krak grenades		
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	S		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Combi-bolter	24"	Rap	id Fire 2		4	0	1	-			
Force axe	Melee	Mel	ee		+1	-2	D3	-			
Force stave	Melee	Mel	Melee		+2	-1	D3	-			
Force sword	Melee	Mel	Melee		User	-3	D3	-			
Frag grenades	6"	Gre	nade D6		3	0	1	-			
Krak grenades	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	list; 1	weapon	from th	e Pisto	<i>ls</i> list; 1 w	eapon f	from the	Combi-	f 1 bolt pistol: 1 weapon <i>eapons</i> list. f 1 force sword: 1 force a		
ABILITIES	Death t	o the Fa	lse Emp	eror (see Codex	: Chaos	Space N	larines)			
			Vhen thi ng an Ao			es, add	6" to its	Move cl	racteristic until the end	of the Movement phase	
PSYKER	power in	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Dark Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).									
FACTION KEYWORDS	Снаоз	5, <ma< td=""><td>RK OF</td><td>Снао</td><td>s>, Her</td><td>ETIC A</td><td>ASTART</td><td>ES, <l< td=""><td>GION></td><td></td></l<></td></ma<>	RK OF	Снао	s>, Her	ETIC A	ASTART	ES, <l< td=""><td>GION></td><td></td></l<>	GION>		
KEYWORDS	Biker, Character, Psyker, Sorcerer										

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NAME	М	WS	BS	S	T	W	A	Ld	Sv		
Sorcerer on Disc of Tzeentch	12"	3+	3+	4	4	4	3	9	3+		
A Sorcerer on Disc of T	zeentch is a si	ngle mo	del equi	ipped v	with: bolt	pistol;	disc's bla	des; for	ce sword; frag grenades; krak grenades.		
WEAPON	RANGE	TYPE			S	AP	0	ABILI	ITIES		
Bolt pistol	12"	Pist	ol 1		4	0	1	-			
Disc's Blades	Melee	Mel	ee		4	0	1	with	en the bearer fights, it makes 1 additional attack this weapon and no more than 1 attack can be e with this weapon.		
Force axe	Melee	Mel	ee		+1	-2	D3	-			
Force stave	Melee	Mel	ee		+2	-1	D3	-			
Force sword	Melee	Mel	ee		User	-3	D3	-			
Frag grenades	6"	Gre	nade D6		3	0	1	-			
Krak grenades	6"	Gre	nade 1		6	-1	D3	-			
WARGEAR OPTIONS	list; 1	weapon	from th	e Pisto	ls list; 1 w	reapon	from the	Combi-	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapon</i> <i>i-weapons</i> list. d of 1 force sword: 1 force axe; 1 force stave.		
ABILITIES	Death t	o the Fa	lse Emp	peror (see Code:	x: Chao	s Space I	Marines))		
	Favour	of Tzee	ntch: Th	is mod	lel has a 5	5+ invu	lnerable	save.			
PSYKER	power in	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psyc power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).									
FACTION KEYWORDS	Снаоя	, Tzef	мтсн,	HERE	TIC AST	TARTE	s, <leg< td=""><td>ION></td><td></td></leg<>	ION>			
KEYWORDS	Cavalry, Character, Daemon, Fly, Psyker, Sorcerer										

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NAME	М	WS	BS	S	T	W	A	Ld	Sv					
Sorcerer on Palanquin of Nurgle	5"	3+	3+	4	5	6	3	9	3+					
A Sorcerer on Palanquin of krak grenades.	Nurgle is	a single	e model	equipp	ed with: b	olt pist	tol; force	sword;	nurglings' claws and teeth; frag grenades;					
WEAPON	RANGE	TYP	E		S	AP	0	ABILI	TIES					
Bolt pistol	12"	Pist	tol 1		4	0	1	-						
Force axe	Melee	Me	lee		+1	-2	D3	-						
Force stave	Melee	Me	lee		+2	-1	D3	-						
Force sword	Melee	Me	lee		User	-3	D3	-						
Nurglings' claws and teeth	Melee	Me	lee		2	0	1	with can t	en the bearer fights, it makes D6 additional attacks this weapon and no more than those D6 attacks be made with this weapon. When resolving an the made with this weapon, re-roll a wound roll of 1.					
Frag grenades	6"	Gre	enade De	5	3	0	1	-						
Krak grenades	6"	Gre	enade 1		6	-1	D3	-						
WARGEAR OPTIONS	list; 1	weapor	n from th	e Pisto	ols list; 1 w	reapon	from the	e Combi	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapons</i> - <i>weapons</i> list. d of 1 force sword: 1 force axe; 1 force stave.					
ABILITIES	Death t	o the F	alse Emj	peror	see Codes	c: Chao	s Space I	Marines))					
PSYKER	This model can attempt to manifest two psychic powers in your Psychic phase, and attempt to deny one psychic power in your opponent's Psychic phase. It knows the <i>Smite</i> psychic power and two psychic powers from the Dark Hereticus discipline (see <i>Codex: Chaos Space Marines</i>).													
FACTION KEYWORDS	Снаоз	s, Nur	GLE, H	ERET	IC ASTAI	RTES, «	<legio< td=""><td>N></td><td></td></legio<>	N>						
KEYWORDS	CAVAL	RY, CH	HARACT	rer, I	DAEMON	Cavalry, Character, Daemon, Psyker, Sorcerer								

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NAME	М	WS	BS	S	T	W	A	Ld	Sv
Sorcerer on Steed of Slaanesh	12"	3+	3+	4	4	5	4	9	3+
A Sorcerer on Steed of S	Slaanesh is a s	ingle mo	odel equ	ipped	with: bolt	pistol;	force sw	ord; las	hing tongue; frag grenades; krak grenades.
WEAPON	RANGE	TYPE	E		S	AP	0	ABILI	TIES
Bolt pistol	12"	Piste	ol 1		4	0	1	-	
Force axe	Melee	Mel	ee		+1	-2	D3	-	
Force stave	Melee	Mel	ee		+2	-1	D3	-	
Force sword	Melee	Mel	ee		User	-3	D3	-	
Lashing tongue	Melee	Melee			4	0	1	with	en the bearer fights, it makes 2 additional attacks this weapon and no more than 2 attacks can be e with this weapon.
Frag grenades	6"	Gree	nade D6		3	3 0 1 -			
Krak grenades	6"	Gree	nade 1		6	-1	D3	-	
WARGEAR OPTIONS	list; 1	weapon	from th	e Pisto	ols list; 1 w	veapon	from the	e Combi	d of 1 bolt pistol: 1 weapon from the <i>Melee Weapon</i> - <i>weapons</i> list. d of 1 force sword: 1 force axe; 1 force stave.
ABILITIES					(see <i>Code:</i> e roll is m		1	ĺ) an re-roll the dice.
PSYKER	This mo power in	del can n your o	attempt	to ma ťs Psy	nifest two	psychi e. It kno	ic power ows the S	s in you Smite psy	r Psychic phase, and attempt to deny one psychic ychic power and two psychic powers from the Darl
FACTION KEYWORDS	Снаоя	S, SLAA	NESH,	Heri	ETIC AST	ARTE	s, <leg< td=""><td>ION></td><td></td></leg<>	ION>	
KEYWORDS	Cavalry, Character, Daemon, Psyker, Sorcerer								

THE FORBIDDEN ARMOURY

MELEE WEAPONS						
WEAPON	RANGE	TYPE	S	AP	0	ABILITIES
Bladed horn	Melee	Melee	5	-1	-1	When the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Disc's blades	Melee	Melee	4	0	1	When the bearer fights, it makes 1 additional attack with this weapon and no more than 1 attack can be made with this weapon.
Lashing tongue	Melee	Melee	4	0	1	When the bearer fights, it makes 2 additional attacks with this weapon and no more than 2 attacks can be made with this weapon
Nurglings' claws and teeth	Melee	Melee	2	0	1	When the bearer fights, it makes D6 additional attacks with this weapon and no more than those D6 attacks can be made with this weapon. When resolving an attack made with this weapon, re-roll a wound roll of 1.

POINTS VALUES

HQ		
UNIT	MODELS Per unit	POINTS PER MODEL (Excluding wargear)
Chaos Lord on Bike	1	113
Chaos Lord on Disc of Tzeentch	1	100
Chaos Lord on Juggernaut of Khorne	1	125
Chaos Lord on Palanquin of Nurgle	1	99
Chaos Lord on Steed of Slaanesh	1	94
Sorcerer on Bike	1	130
Sorcerer on Disc of Tzeentch	1	125
Sorcerer on Palanquin of Nurgle	1	123
Sorcerer on Steed of Slaanesh	1	115

MELEE WEAPONSWEAPONPOINTS PER WEAPONBladed horn0Disc's blades0Lashing tongue0Nurglings' claws and teeth0